

1) Program to print "Hello World"

```
class hello_world  
{  
    public static void main (String a [])  
    {  
        System.out.println("Hello World");  
    }  
}
```

Output:

Hello World

2) Program to print fibonacci series

```
class fibonacci  
{ public static void main (String a [])  
  { int n1 = 0, n2 = 1, n3;  
    System.out.println(n1 + " " + n2 + " ");  
    for (int i = 2; i <= 10; i++)  
    { n3 = n1 + n2;  
      n1 = n2;  
      n2 = n3;  
      System.out.print(n3 + " ");  
    }  
  }
```

Output:

0 1 1 2 3 5 8 13 21 34 55

### 3) Prime or Not

```
class prime
{
    public static void main (String a [])
    {
        int n = 5, d = 0;
        for (int i = 1; i <= n; i++)
        {
            if (n % i == 0)
                d++;
        }
        if (d == 2)
            System.out.println ("Prime");
        else
            System.out.println ("Not prime");
    }
}
```

Output:

Prime

### 4) Type of triangle

```
class triangle
{
    public static void main (String sa [])
    {
        int n1 = 10, n2 = 20, n3 = 15;
        if (n1 == n2 && n1 == n3 && n2 == n3)
            System.out.println ("Equilateral");
    }
}
```



```

else if (n1 == n2 || n1 == n3 || n2 == n3)
    System.out.println("Isosceles");
else
    System.out.println("Scalene");
}
}

```

Output:  
Scalene

5) Simple interest

```

class S1
{
    public static void main (String a [])
    {
        int P = 10000, t = 2, r = 8, Si;
        Si = (P * t * r) / 100;
        System.out.println("Simple interest = " + Si);
    }
}

```

6) ~~Swap two numbers~~

Output:

Simple interest = 1600

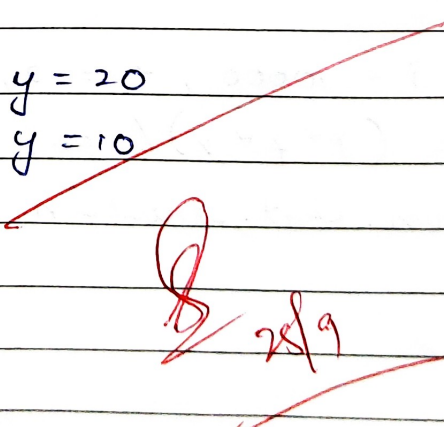
6) Swap two numbers

```
class swap
{
    public static void main (String a [])
    {
        int x = 10, y = 20, t;
        System.out.println ("Before swapping x = " + x + "
                                y = " + y);

        t = x;
        x = y;
        y = t;
        System.out.println ("After swapping x = " + x + "
                                y = " + y);
    }
}
```

Output:

Before swapping    x = 10    y = 20  
After swapping    x = 20    y = 10

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